Trickshot™

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The excitement of real pool hall action in your own home!

A Product of
The Software Guild

SYSTEM REQUIREMENTS

Apple® II, II+, IIe, or Franklin Ace™ 1000 • 48K
One Disk Drive • DOS 3.3 • Paddle Controller (optional)

PACKAGE CONTENTS

Trickshot Game Disk
Trickshot Shots Disk
Instruction Booklet
Ready Reference Card
Warranty Card

OVERVIEW

If you always wanted a pool table at home but just couldn't swing it, Trickshot is for you. The program has five games to choose from, and so closely simulates the real thing, you'll hear that satisfying "plunk," as the target ball glides into the pocket. Once you've mastered an unusual or elaborate shot, you can save it on your disk and impress your friends later with an instant replay!

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INTRODUCTION

Trickshot is an exciting pool game for your Apple or Franklin computer. There are five different games—Trickshot, Snooker, Billiards, Open Table and Three Ball—on which to test and demonstrate your skills with a cue stick.

With the Trickshot program, you can set up the table for an infinite variety of shots. You may recall a particular setup at any time in order to perfect your technique, and once you have mastered an unusual or elaborate shot, Trickshot lets you save it on your disk. That way, you will be able to impress your friends later with an instant replay!

IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other programs on your microcomputer.

Handle your disks carefully and hold them with your fingers on the labeled edge. Always keep them in their special sleeves while not in use.

Make sure the shift lock light is on if running this program on the Franklin Ace, and that the <CAPS LOCK> key is down on the Apple IIe.

Do not open the disk drive door while the "in-use" light is on. This may damage your disk and render it unusable.

Do not press <CTRL-C> while the "in-use" light is on. Results are unpredictable and damage to your program may result.

Do not press <BREAK> while the program is running.

Do not try to make a copy of this disk. If during normal use something goes wrong with your disk, please refer to the Troubleshooting section of this manual.

WARRANTY CARD

Please take a moment to complete and mail the enclosed Warranty Card. By having your name on file we will be able to provide better customer service, including information on program updates and replacement of damaged disks.

When you purchased this Softsmith product you selected the label of quality software. You are assured that the program inside is use-

ful, functions smoothly, and is truly "user-friendly." Consult your local dealer for a complete catalog and demonstration of programs available from Softsmith.

GETTING STARTED

To get started with Trickshot, simply follow these steps. (This is called "booting.")

1. Turn off the computer to clear the memory. Turn on the monitor.

2. Open the disk drive door by pulling out and up on its bottom edge. Slip the program disk into drive #1 with the labeled edge being the last to enter the drive.

3. When the disk is entirely in the drive, close the drive door.

4. Turn the power switch to the on position. You will hear a "beep" from the computer and the "in-use" light on the disk drive will come on. This means that the program is loading.

You will now see the Softsmith logo and Trickshot title appear on the screen. If you don't, please try turning your computer off briefly, and then on again.

HOW MANY FOR POOL?

After booting the program disk, you may press <D> to see a demonstration of the games or you may begin playing right away. To begin playing, enter the number of players, 1 to 4, and their names. Next, select one of the following games:

1. Trickshot

2. Snooker

3. Billiards

4. Open Table

5. Three Ball

The rules for each game will be explained in the "Description of the Games" section. For your first game, we recommend that you select "Open Table," as it is the easiest to learn.

KEYBOARD CONTROLS

These keys control the action of the Trickshot games. Each is discussed in detail later on in this booklet.

Normal Play

<A>	Aim/Fine Aim
<B>	Begin New Game
<C>	Color On/Off
<ESC>	Display Scoreboard
<F>	Friction Control
<M>	Motion Control
<N>	Next Player
<R>	Replay
<S>	Shoot
<T>	Terminate
<CTRL-D>	Disk Mode
<CTRL-K>	Keyboard/Paddle Toggle

Ball Placement

<U>	Ball Up
<D>	Ball Down
<←>	Ball Left
<→>	Ball Right
<N>	Next Ball
<P>	Put Up New Ball
<T>	Take Ball Off Table

Using Your Shots Disk

<C>	Display Shots Catalog
<L>	Load Shot from Catalog
<R>	Remove Shot from Catalog
<S>	Save Shot to Disk

PREPARING TO SHOOT

Positioning the Cue Ball

The player who goes first will be offered the chance to position the cue ball (the solid white one). For those of you who are newcomers to pool, the cue ball is the only ball you ever shoot with. All table action occurs by carefully calculated collisions between the cue ball and the other balls on the table. The cue ball is positioned by pressing the following keys:

<←> and <→>	cause the cue ball to move left and right.
<U> and <D>	cause the cue ball to move up and down.
<SPACE BAR>	indicates you have finished positioning the ball.

After pressing <SPACE BAR>, you will see a dotted line, starting at the cue ball. This line (and the "ghost ball" at the end of it) shows you which direction the cue ball will go when you shoot it.

Selecting Shot Characteristics

You are now ready to set "aim," "speed," and "English" for your shot. Each of these is discussed separately in the following sections. You set one characteristic at a time, although by pressing <SPACE BAR> repeatedly, you can cycle through them as often as you like until you are totally satisfied with your choices.

When first "booted," Trickshot is automatically in the Keyboard Mode. To set the aim, speed, and English simply press <→> and <←> until you arrive at the desired setting.

To use the paddle controller, press <CTRL-K>. Use paddle #0 for one or three players. With two or four players, you will need two paddles. Use the paddle to set aim, speed, and English. When satisfied with each selection, press <SPACE BAR>.

Aiming the Cue Ball

You can aim the cue ball by using the ghost ball mentioned above. It shows you where the cue ball will strike the target ball and lets you picture the geometry of pool more easily. At times, the cue ball may lie too close to the target ball for the ghost ball to appear. When this happens, you will see a "+" replace the ghost ball.

You begin aiming with a coarse adjustment. Get close to the shot you want, and then press <A> to switch to "fine aim." All adjustments are made by pressing <←> and <→> or by the paddle controller.

Speed of the Cue Ball

Pressing <SPACE BAR> will put you in speed selection. Use your keyboard or rotate your game paddle to select a speed from 1 to 8. Speed 1 is just a nudge, while speed 8 is a very strong hit (the kind that often results in balls on the floor in real pool).

English

English refers to the amount and direction of spin you put on the ball. You apply spin by hitting the ball on a particular spot. For example, "top-left" English is equivalent to striking the ball at the top on the left side. Depending on the type of English you apply, the object and cue ball will move differently after colliding. Experiment to see what happens when you change the English. Again, use either the paddle or <→> and <←> to control your selection.

Shooting

Once you are satisfied with your shot characteristics, you may shoot at any time by pressing <S> if you are in Keyboard Mode or by pressing the paddle button if you are in Paddle Mode.

Scratching

If you pocket the cue ball, it is called a "scratch." After a scratch, Trickshot will let you reposition the cue ball anywhere on the table as described in the Positioning the Ball section.

COMMANDS

The following is a list of the major commands that can be used while playing Trickshot. Each command is executed by simply pressing the associated key. There is no need to press <RETURN>.

<A> **Aim/Fine Aim:** Goes back and forth between coarse aim and fine aim. Note that when you change to fine aim, the direction line will jump slightly, forcing you to re-aim. Therefore, get relatively close to your desired shot using coarse aim, and then make your final adjustments in fine aim.

<B> **Begin:** Allows you to play the same game again, play a different game, or select new players.

<C> **Color:** Goes back and forth between colored balls or numbered balls. This command has no effect in Snooker and Billiards.

<CTRL-D> **Disk Mode:** Causes Trickshot to enter Disk Mode, which allows saving and restoring of shots and/or setups. This is discussed in more detail in the "Disk Mode" section.

<F> **Friction:** Determines the rate at which the balls slow down after being hit. Friction = 1 is like playing on a table with

no cloth; Friction = 3 is normal; and Friction = 5 causes balls to slow down rapidly after impact.

<CTRL-K> **Keyboard/Paddle:** Toggles back and forth between the Keyboard and Paddle modes of play.

Note: This key should not be used on systems without game paddles or a joystick.

<M> **Motion:** Determines the speed of the action. It is fast, normal, or slow motion and is independent of the friction value.

<N> **Next Player:** Skips a player's turn, either voluntarily or by the rules.

<R> **Replay:** Repositions all the balls to their location just before the last shot and allows a replay of that shot. At this point, any or all shot parameters (i.e., aim, speed, English, friction, and motion) may be modified, or the shot may be replayed exactly as it first appeared.

<ESC> **Score:** Displays the scoreboard. This display contains game totals, players' names, and a summary of commands. Pressing <ESC> again will return you to the game.

<S> **Shoot:** Shoots the cue ball when playing from the keyboard.

<T> **Terminate:** Stops all action and leaves the balls where they were when the key was pressed.

DESCRIPTION OF THE GAMES

Trickshot

This is a special game that allows the positioning of up to 16 balls anywhere on the table. It lets you set up amazing trick shots and replay them as often as you like.

Unlike the other games, each turn begins in Ball Setup Mode, which joins aim, speed and English as an initial shot characteristic. When in Ball Setup Mode, one of the balls on the table will be flashing. The action taken on the flashing ball is controlled by pressing the following keys:

<U> and <D> move the flashing ball up and down.

<←> and <→> move the ball left and right.

<T> takes the ball off the table.

<P> puts a new ball in the center of the table.

<N> causes the next available ball to flash.

After the desired setup has been achieved, press <SPACE BAR> to cycle through the other shot selection characteristics. Once the shot has been performed, press <R> for replay. Shots may be saved to disk and later reloaded from it (see Disk Mode).

Included in your Trickshot game package is a Shots disk that contains sample shots demonstrating some of the possibilities available to you (see Sample Shots).

One final note before leaving this game is that friction values 3 and 4 have been made slightly lower to accommodate complex shots involving many balls.

Snooker

Snooker is a game involving 15 colored balls (reds) and 6 numbered balls (2–7). At the beginning of each turn, the object is to first pocket one or more reds according to the following rules:

1. A red must be hit first by the cue ball.
2. One or more reds must be pocketed in order to score and continue to shoot.
3. One point is scored for each red pocketed.
4. Any numbered balls pocketed do not score and are respotted on the table after the shot.

After pocketing one (or more) reds, the player now shoots at the numbered balls according to the following rules:

1. A numbered ball must be hit first by the cue ball.
2. One or more numbered balls must be pocketed in order to score and continue to shoot.
3. The face value of each numbered ball is scored as well as one point scored for each red that is pocketed.
4. Any numbered balls pocketed are respotted on the table after the shot.

If a player pockets one or more numbered balls at this time, the player continues to shoot, but now at the red balls again. As long as a player continues to score, play will alternate between shooting at red balls and shooting at numbered balls. However, each turn begins with the player shooting at the red balls.

Once all reds have been pocketed, the numbered balls are shot in rotation, according to the following rules:

1. The lowest numbered ball on the table must be struck first by the cue ball.

2. One or more numbered balls must be pocketed in order to score and continue to shoot.

3. The face value of each numbered ball pocketed is scored.

4. Any numbered balls illegally pocketed are respotted on the table after the shot.

A cue ball scratch results in the loss of a turn (without score), and any balls pocketed are respotted. The Snooker game is completed after all numbered balls are legally sunk in rotation. The player having the highest number of points is credited with winning the game.

Billiards

This game is 3-Ball Pocket Billiards and uses 2 cue balls and a third object ball. Although Billiards may be played by one to four players, it is normally played by two. Each player has his or her own cue ball. The object of this game is to be the first player to score at least 21 points. Points are scored in the following manner:

1. One point is scored if the object ball is pocketed.

2. One point is scored if the opponent's cue ball is pocketed.

3. One point is scored if both the object ball and the opponent's cue ball are hit by the current player's cue ball (regardless of whether or not they are sunk).

Therefore, a maximum of three points may be scored on a shot that hits and pockets both the object ball and the opponent's cue ball. A player continues to shoot until a score isn't made. All balls pocketed are returned to the table spot nearest the pocket in which they were sunk. As in most games, a cue ball scratch ends the turn without score.

Open Table

Open Table allows the most freedom of all Trickshot games. In this game, no rules are enforced and no scoring is done. You are simply presented with a standard 15-ball rack and can proceed from there to play any game you like. If you wish to play games such as 9-ball requiring different types of opening racks, the rack may be built in Disk Mode, saved to disk, and then reloaded while in Open Table.

Three Ball

Three Ball is a game played with a cue ball and three object balls and is scored in a manner similar to golf. The object of the game is to sink the three object balls in as few shots as possible. Thus, each player continues to shoot until all three are sunk.

Every shot used counts as a point against that player. A cue ball scratch is counted as a shot, and any object balls pocketed are returned to the table. The player with the lowest total score after completing four rounds of play wins the game.

DISK MODE

Disk Mode is one of the most powerful features found in Trickshot. It enables you to save shots and setups to disk for later recall. Disk Mode may be entered at any time after play has begun by pressing <CTRL-D>. Be sure to remove your Trickshot disk and insert either the shots disk or a blank disk on which to save your own shots. All disk operations are performed on the same drive that was used to boot the Trickshot game disk. Once in Disk Mode, pressing the following keys controls the action:

<C> Catalog: Provides a directory of all shots contained on the current disk. Shot names may be up to eight characters long.

<L> Load: Gets a specified shot name from the disk.

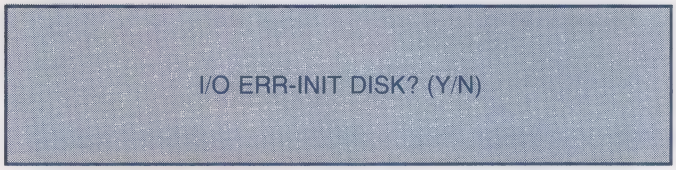
<R> Remove: Removes a specified shot name from the disk directory.

<S> Save: Saves the existing shot, including ball position, scores, aiming, speed and English to your disk.

<SPACE BAR> Return: Returns you to the normal games.

Any standard disk may be used to save shots and games by performing a Save operation while in Disk Mode. Your saved shots are added to those already saved on the disk.

If the disk does not already contain recognizable Trickshot information, the following message will appear:



A response of <N> will take no action and will return you to the game. A response of <Y> will initialize the disk and then perform the requested Save operation. (**Note:** Answering "Y" to the above question causes all data previously recorded on the disk to be destroyed.)

YOUR SAMPLE SHOTS DISK

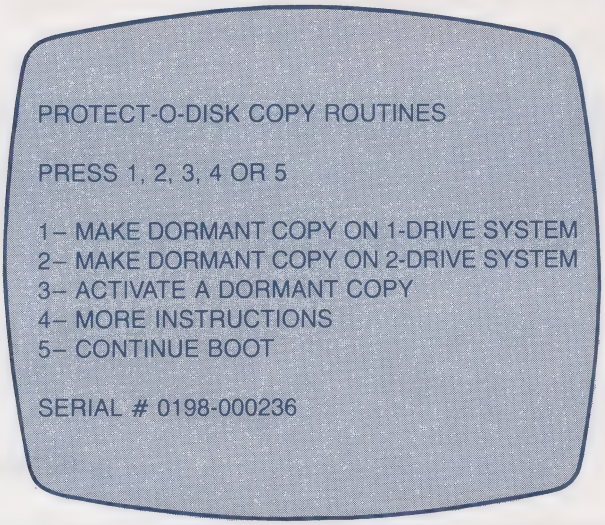
To get a feel for the type of shots possible to you in the Trickshot game, we suggest that you try the sample shots on the Shots disk supplied with your game. To do this, remove the game disk from the disk drive and replace it with the Shots disk.

Press <CTRL-D> to enter Disk Mode, and press <C> to see a catalog of shots. (There are nine demonstration shots from which to choose.) Select one, press <SPACE BAR> followed by <L>, and enter the name of the shot you picked. Then press <RETURN>. When the shot is set up on the table, press <SPACE BAR> and <S> to make the sample shot. Then, if you wish to reposition the cue ball, or reset aim, speed, etc., you may do so in the usual manner. When ready to shoot, press <S> or <SPACE BAR>.

MAKING A BACKUP COPY

When making a backup copy on a Franklin Ace, be sure the shift lock key is depressed. If you are using an Apple IIe, make sure the <CAPS LOCK> key is down.

To make a dormant backup copy of Trickshot, press <P> as the program disk is booting. (A dormant copy is one that must be activated before it can be used. You may make as many dormant copies of Trickshot as you wish, but the program allows only one active copy at a time.) On the screen, you will see the following menu.


PROTECT-O-DISK COPY ROUTINES
PRESS 1, 2, 3, 4 OR 5
1– MAKE DORMANT COPY ON 1-DRIVE SYSTEM
2– MAKE DORMANT COPY ON 2-DRIVE SYSTEM
3– ACTIVATE A DORMANT COPY
4– MORE INSTRUCTIONS
5– CONTINUE BOOT
SERIAL # 0198-000236

Select either Option 1 or 2 and follow the on-screen instructions to make a dormant copy.

To activate a dormant copy, select Option 3. You will be prompted to insert your original active copy. If your original active copy is not damaged, you will be informed. You may choose to stop or go ahead with the activation process. If you wish to go ahead with the activation process, keep your original active copy in the disk drive and press <SPACE BAR>.

Note: As you may only have one active copy of Trickshot at a time, your original active copy will now be destroyed. You will then be prompted to insert your dormant copy into the disk drive and press <SPACE BAR> so that it can be activated at this point.

Option 4 provides more detailed instructions if you need them.

Option 5 reboots the program.

TROUBLESHOOTING

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Given normal use, it should provide you with many hours of trouble-free operation. Despite this we do recognize that occasionally things don't go as predicted. Should you experience problems in running this program, please refer to the following sections.

If the program never starts, or dies soon after starting:

- Check the instructions for getting started. Try them again, following all the steps exactly.
- Check to see that you have the disk in the correct disk drive. On Apple and Franklin computers this will generally be drive #1 (which should be connected in slot #6).
- Make sure you have all the equipment necessary to run this program, and that it is properly connected. See the front page of this booklet for a list of necessary equipment.
- Make sure your disk drive is working properly. Try another disk which you know to be good. If it also does not start properly, stop the computer immediately, and disconnect the drive. Do not use the drive again until it is checked, or it may damage other disks.

If your disk becomes damaged:

Given normal use it should not be possible to damage your disk. If the disk (or program on it) does become damaged however, please send it to us at the address below, together with a short description of the problem. The Software Guild, Inc., will replace your disk promptly, per warranty provisions.

If you have other problems:

If you have other problems with your program, please call The Software Guild Service Department, toll free, at

1 (800) 341-4000

We have the experience and service network to assist you.

The objective of the Software Guild is to provide the highest quality software products available. In order to improve our products wherever possible, we are happy to receive comments, criticism or praise. Write to us at:

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Customer Service
2935 Whipple Road
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